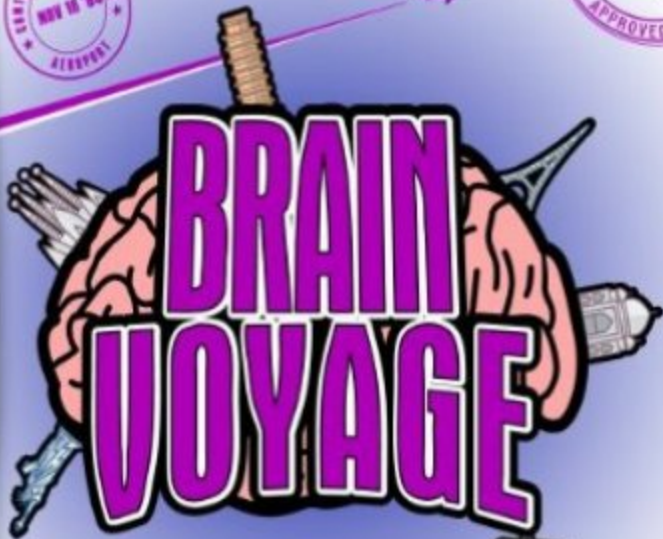


NINTENDO DS™



eidos

EmuMovies

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

**THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.**



Wireless DS
Single-Card
Download Play

**THIS GAME ALLOWS WIRELESS MULTIPLAYER
GAMES DOWNLOADED FROM ONE GAME CARD.**

CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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SOLVE PUZZLES AROUND THE WORLD!

PACK YOUR SUITCASES!

Dr. Reiner Knizia's *BRAIN VOYAGE™* is a puzzle game that whisks you off to exciting and exotic destinations around the world. Your task: solve a series of brain-bending puzzles created by legendary game designer Dr. Reiner Knizia, and gather as many Coins and Medals as possible.

Each *BRAIN VOYAGE* City puzzle has its own special setting, theme and style. You open up an increasing number of locations as you bend and expand your brain power by playing through the game, all the while gathering fantastic rewards.

BRAIN VOYAGE has 16 world locations—each one home to a unique puzzle, and each unique puzzle with five distinct level variations. PLUS, all 80 puzzles are

algorithmically generated (this means there will be different solutions for each puzzle every time you play any level).

At the start of a *BRAIN VOYAGE* puzzle, Dr. Reiner Knizia is on hand to explain what you have to do, and to offer his best advice (and some very useful tips). At the end of a puzzle, he explains how well you've done, and sometimes dishes out special bonus rewards.

And, if you want to check your friends' brain power, there's more. *BRAIN VOYAGE* allows single-card download sharing, so you can share all the puzzles in the game with anyone who also has a Nintendo DS™.

A WORD FROM DR. REINER KNIZIA

Welcome to *BRAIN VOYAGE*!

I'm Dr. Reiner Knizia, and I've been designing and playing games all my life. I hope you will enjoy playing the games and puzzles that I've created especially for you.

I've devised a variety of different challenges that will push you to keep your wit sharp and your eyes open—as you try to improve your score.

Yet, no matter how long you play, and what scores you reach, always remember one thing: Enjoy!

Dr. Reiner Knizia is one of the world's foremost board-game designers, with more than 400 games and puzzles published world-wide. Dr. Knizia's designs have won numerous awards.



NINTENDO DS™ CONTROLS



You play *BRAIN VOYAGE* on the Touch Screen, using the Nintendo DS stylus. The controls are simple:

- Touch the Touch Screen with the stylus to select a menu option.
- Touch the Touch Screen with the stylus to play any puzzle.
- Press *START* to open the Pause Menu.

GETTING STARTED

1. Make sure the Nintendo DS™ system is turned OFF (press the Power Button). Never insert or remove a Game Card when the power is ON.
2. Insert the *BRAIN VOYAGE* Game Card into the Game Card slot on the back of the Nintendo DS™ system, and push until it clicks into place. The label should face toward the bottom of the Nintendo DS™.
3. Turn the Nintendo DS™ system ON by pressing the Power Button. The Health and Safety Screen will appear. Touch the Touch Screen to continue.
4. Touch the *BRAIN VOYAGE* icon on the Touch Screen. The game Title Screen sequence will appear.

SETTING UP A PROFILE

When the game first begins, you'll be asked to create a new profile. To do that:

1. Touch *CREATE*.
2. Touch your name, letter by letter, on the Touch Screen keyboard.
3. Touch the checkmark to begin the game.

If a User Profile already exists, you can choose to either *LOAD* or *EDIT* (*RENAME*, *COPY* or *DELETE*) it. You can also access Profile settings from the Main Menu/Options Menu.

MAIN MENU

The Main Menu is the hub of all *BRAIN VOYAGE* puzzle modes.

Touch the option you want to play:

- **WORLD TOUR**—Play the main *BRAIN VOYAGE* game.
- **RANDOM PLAY**—A quick burst of puzzle solving action (when available).
- **PUZZLE BANK**—Examine your saved puzzles (when available).
- **DS DOWNLOAD PLAY**—Share puzzles with friends (see page 15).
- **OPTIONS**—Change some game settings.

WORLD TOUR

Touch **WORLD TOUR** on the Main Menu to begin a new World Tour game.

Your objective is to travel the world (accompanied by Dr Reiner Knizia) to solve unique puzzles in different Cities, gathering as many Medals and Coins as possible, until you unlock all the available Cities and Bonus Levels.

WORLD MAP

When the game first begins, you meet Dr. Reiner Knizia, who introduces you to his special puzzle world. Touch the Touch Screen to respond to his questions. (You will be prompted by a **TOUCH NOW** icon on the Top Screen.)

Next, select a city from the World Map on the Touch Screen. You can move the World Map around easily by dragging it with the stylus.

The Top Screen gives you instructions on what to do, and shows your Coins and Medals totals. (In a new game, these totals start at zero.)



CITIES

- You are free to travel to all of the Cities shown in *green* on the World Map.
- Cities in *yellow* are available but cost a number of Coins to access.
- Cities in *red* are unavailable; they cost more Coins to access than you currently possess.

Touch a City in *green* (it will flash and show a rotating cursor). The Top Screen then changes to reveal information about that City.

If you like your City selection, touch the City again. The Top Screen now shows more detailed puzzle information, including a Medal, along with the target score for that Medal plus the number of Coins awarded for winning the Medal. If you manage to win a Medal, a checkmark will appear over it. The Touch Screen shows the difficulty level you will be playing. (New games start at Level 1.)

Once you earn some Coins, you can choose to travel to a *yellow* City. When you do, an amount will be deducted from your Coins total.



PUZZLE TUTORIALS

Dr. Reiner Knizia gives you a short tutorial at the start of all new puzzles and puzzle variations. Touch the Touch Screen to move through the tutorial. (You will be prompted by the *TOUCH NOW* icon.)

Each puzzle has its own rules, and that's a lot of information to remember. So, each level has an Information button (marked with an *I*). To see a tutorial again, touch the Information button.

PUZZLE SCREENS

There are wildly different puzzles to play and learn, but all Puzzle Screens contain common elements on the right of the Top Screen, and puzzle specific information on the left.

If this is the first time you are playing the puzzle, Dr Reiner Knizia will now give you a quick tutorial.



MEDALS & COINS

- **MEDALS**—You can earn Bronze, Silver or Gold Medals by achieving certain scores on each level.
- **COINS**—When you win a Medal, you are also rewarded with a number of Coins. Coins are important because you can spend them to purchase new difficulty levels in any puzzle, and new Cities (and therefore new puzzles). You can also earn Bonus Coins by achieving very high scores and through persistent play. (As the game progresses, the red locked Cities on the World Map will cost increasing amounts of Coins.)

HIDDEN CITIES & BONUS LEVELS

When the game begins, 12 Cities are visible on the World Map. Four of them are open to play; you can unlock the other eight by spending Coins.

When you've visited 12 Cities, you gain access to the Bonus Level 5 City.

The final four Cities, initially hidden, will be revealed one by one when you collect the right number of Medals.

RESULTS SCREEN

After completing a puzzle level, you will go to the Results Screen.

When you earn a Bronze, Silver or Gold Medal, the Medal icon, its associated Target Score, and the number of Coins it wins for you are shown. If you've already won a Medal, it is marked with a check mark.

The Touch Screen gives you options to:

- **RETRY** —Retry the level.
- **SAVE PUZZLE**—Save the puzzle you've just played.
- **CONTINUE**—Progress to the next screen, where you can select a new level or go back to the World Map.



MEDALS SCREEN



Check your progress and other vital *BRAIN VOYAGE* statistics by touching the *MEDALS* button on the top right of the World Map. The Medals Screen appears on the Top Screen, and shows:

- Total High Scores
- Total Coins Earned
- Total Gold Medals
- Total Silver Medals
- Total Bronze Medals

The Touch Screen shows a scrollable list of the Cities. Touch a City to see information relating to your progress in that City/puzzle. Touch the up and down *ARROWS* to scroll through the list.

The *TRAVEL* button also appears when you select a City. Touch this to travel directly to the City on the World Map.



Touch the *PADLOCK* button to toggle between *LOCKED* and *UNLOCKED* Cities.

- *LOCKED*—Shows cost in Coins next to the City name.
- *UNLOCKED*—Shows total number of Medals won in the City.

Hidden Cities are a secret and appear as *HIDDEN CITY* (instead of a name) in the Cities list. They show the number of Medals needed to reveal that City.



RANDOM PLAY

Random Play is unlocked only after you play at least *four* different puzzles. After that point, each time you play a new puzzle or unlock a new difficulty level, that puzzle or level becomes available for Random Play.

- To begin, select *RANDOM PLAY* from the Main Menu.
- Then select the number of games: *4*, *8* or *16* (when available). Each option has its own *HIGH SCORES TABLE INFORMATION* button.
- Finally, select a difficulty level.



After completing a puzzle, you see a Results Screen that also shows an updated High Scores Screen. Touch *CONTINUE* to progress to the next puzzle.

When you've played the selected number of puzzles, the High Scores Screen appears, showing your position in the High Scores Table.

PUZZLE BANK

BANKING PUZZLES

You can store your World Tour puzzle progress in the Puzzle Bank by touching **BANK** on the World Tour Results Screen. You will enter the Puzzle Bank Screen. Now you can store your current puzzle in an empty slot. (Each user profile has 20 save slots. If all 20 slots are full, you can overwrite any saved puzzle.)

- Each saved puzzle on the Top Screen shows the puzzle name, description, City, difficulty level, high score and time-date stamp.
- To play a stored puzzle from the Puzzle Bank, select **PUZZLE BANK** from the Main Menu, and then select a puzzle from the Puzzle Bank Screen.
- Scroll through the slot pages by touching the up and down **ARROWS**.
- You can sort the pages by **PUZZLE NUMBER**, **PUZZLE NAME** and **DATE**.

PLAYING BANKED PUZZLES

Each saved puzzle has a High Score. The aim in playing a saved puzzle is to beat that score. There are no Target Scores and no Medals or Coins to be won.

- Touch **RETRY** on the Results Screen to repeatedly replay a saved puzzle.
- Touch **CONTINUE** to return to the Puzzle Bank Screen.
- Touch **BACK** to exit the Puzzle Bank Screen.

DS DOWNLOAD PLAY

You can share single-player **BRAIN VOYAGE** games with your friends by using Puzzle-Sharing Mode via DS Download Play. To do that, touch **DS DOWNLOAD PLAY** on the Main Menu. The friend you're sending to must also have a Nintendo DS™ system.

Send any unlocked puzzle to a friend. That person will get the full puzzle to play at any unlocked level. Your friend can also play a specific puzzle version you've saved; the levels available depend on whether or not you've unlocked them.

OPEN PUZZLES

Select **OPEN PUZZLES** from the DS Download Play Menu to send any of your unlocked puzzles to a friend. A special World Map Screen appears, where you can select an unlocked puzzle.

- Touch a City to see a short description of the puzzle on the Top Screen.
- Touch the City again to enter the Host Screen.
- Have your friend (the receiving player) access **DS DOWNLOAD PLAY** from the DS Menu Screen, and then touch the **BRAIN VOYAGE** panel to download the puzzle.
- With the puzzle downloaded, your friend goes to the Level Select Screen.

- Upon finishing a puzzle, your friend returns to the Level Select Screen and can replay the puzzle repeatedly (varying the level of difficulty if desired).

The puzzle remains on your friend's Nintendo DS™ system until the system is powered OFF.

SAVED PUZZLES

Select *SAVED PUZZLES* from the DS Download Play Menu to go to the Puzzle Bank Screen.

- Touch a puzzle from the bank of previously saved puzzles.
- Touch the puzzle again to send it to your friend, who can then download it via DS Download Play.

When you send a saved puzzle, your friend's Nintendo DS™ system will download the data and go to the Saved Puzzle Screen. From here, your friend can either choose to play the downloaded saved puzzle, or go to the Level Select Screen by selecting the *LEVEL* button on the bottom left of the Touch Screen.

OPTIONS & PAUSE MENU

OPTIONS

Select *OPTIONS* from the Main Menu to:

- Open the Sound controls (adjust Sound Effects and Music Volume).
- View the Credits.
- Return to the Profile Screen.

PAUSE MENU

If you want to rest your brain from the puzzle action, press *START*. This pauses any puzzle and gives you access to *SOUND* options (where you can adjust Sound Effects and Music volumes), and allows you to *RESUME* the game, *QUIT* the puzzle or return to the *MAIN MENU*.

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NOTES

NOTES

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To initiate a warranty return, you will need an RMA# ("Return Merchandise Authorization") from our Customer Services Department. (*Any materials not containing an RMA# sent to Eidos may be returned unprocessed.*) In many cases, return and replacement of a Recording Medium or Manual isn't the best solution for the problem(s) you may be experiencing or replacement may not be covered under the foregoing limited warranty. Our Customer Services Department personnel can help you determine if replacement is necessary and covered under warranty.

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RMA# (state your authorization number here)
1300 Seaport Boulevard, Suite 100
Redwood City, CA 94063

Register online at
www.eidosregistration.com

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